Wednesday, Nov. 7

9.00 | Mentoring Sessions

11.00 | Coffee Break

11.30 | Panel VII: Infrastructures

Chair: Lukas Wilde (Tübingen)

Nicolas Labarre (Bordeaux) | A Sudden Discovery: Early Mutual Representations (1981–1983)

Marc Steinberg (Concordia) | Delivering Media Franchises: The Convenience Store as Media Mix Hub

Stephanie Boluk/Patrick LeMieux (UC Davis) | Clicks, Coins, and Cookies: The Serial Horror of Idle Games

Lunch Break

14.30 | Panel VIII: Convergence

Chair: Judith Ackermann (FH Potsdam)

Susana Tosca (Roskilde) | Only One Hour of Videogames per Day: Gin Tama´s Transmedial Transgressions

Josefa Much (Magdeburg) | Creating Lara Croft: The Meaning of the Comic Books for Transmedia-Storytelling

Mia Consalvo (Montreal) | Creating Game-Related Comics and Art on Twitch: The Procedurality of Live Streaming Creative Activities

Coffee Break

17.00 | Concluding Plenary Discussion on Future Collaborations

Comics|Games

Aesthetic, Ludic, and Narrative Strategies
Nov. 5-7, 2018 | Herrenhausen Palace
Hanover, Germany

VolkswagenStiftung

Venue:
Herrenhausen Palace
Herrenhäuser Straße 5
30419 Hanover

Organizers:
Daniel Stein, University of Siegen
Jan-Noël Thon, University of Nottingham
Andreas Rauscher, University of Siegen

weber@anglistik.uni-siegen.de
www.uni-siegen.de/phil/comics_games/

Comics|Games

Monday, Nov. 5

13.30 | Registration

14.00 | Welcome and Opening Address

14.30 | Panel I: Franchises

Chair: Daniel Stein (Siegen)

Dan Hassler-Forest (Utrecht) | Gaming the System: Comic Book Narratives and Gamer Culture in Transmedia Franchising

Robert Alan Brookey (Ball State University) | All Your Base Are Belong to Disney: Superheroes, Franchises, and the Synergy of Media Conglomerates

Dominik Mieth (MD.H Munich) | The Art of Re-Creation: Intertextuality as Narrative Strategy

Coffee Break

17.00 | Panel II: Manga/Media Mix

Chair: Jan-Noël Thon (Nottingham)

Jaqueline Berndt (Stockholm) | On the 'Gamification' of Reading Manga

Selen Çalık Bedir (Kyoto) | Playing Games and Their Likes: Addressing Media Specificity through "Gamelikeness"

Joleen Blom (ITU Copenhagen) | The Manifestations of Characters in Games and Manga in the Media Mix

Dinner

Tuesday, Nov. 6

9.00 | Panel III: Adaptation (1)

Chair: Andreas Rauscher (Siegen)

William Uricchio (MIT/Utrecht) | When Rules Collide: Coherence and Constraint in Comic Book-Based Games

James Fleury (UC Los Angeles) | The Road to Arkham: *Batman: Dark Tomorrow* and Transitional Transmedia

Simon Born (Mainz/Siegen) | The Many Lives of Batman: Intertextuality in the Game Adaptations of the Dark Knight

Coffee Break

11.30 | Panel IV: Adaptation (2)

Chair: Véronique Sina (Cologne)

Derek A. Burrill (UC Riverside) | The Pain Makes You Different: Affect, Ideology and Masculinity in XIII

Carman Ng (Bremen) | Interfacing Comics and Games: A Socio-Affective Multimodal Approach

Claudius Stemmler (Siegen) | A Comparison between the Video Game Metal Gear Solid and its Comic Adaptation

Lunch Break

14.30 | Panel V: Hybridity

Chair: Benjamin Beil (Cologne)

Hans-Joachim Backe (ITU Copenhagen) | Comic-Games and Game-Comics: Towards an Understanding of Hybrid Forms

Daniel Merlin Goodbrey (Hertfordshire) | Game Comics: Theory and Design

Joshua Boggs (Melbourne) | Designing *Framed*

Coffee Break

17.00 | Panel VI: Playfulness

Chair: Stephan Packard (Cologne)

Kieron M. Brown (Siegen) | Playful Comics

Nina Heindl (Cologne) | "To Induce an Agreeable Tone of Recreation in Youth of Both Sexes": The Relationship Between Comics and Games in Chris Ware's Works

Tim Glaser (HBK Braunschweig) | Homestuck as a Game: Analysis of a Webcomic between Playful Participation and Irritating Inventory Systems

Dinner